

1 *The ComponentEditor*

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ComponentEditor is the first and still the only one tool to work with WebObjects(tm) except ofcourse the Editor. This editor allows you to modify WebObjects(tm) components (a.k.a. *.wo), i.e. HTML Template (a.k.a. *.html), component's declaration file (a.k.a. *.wod) and component's script file (a.k.a. *.wos). You can edit and view all three files at once inside just one window. Later I hope it will allows to modify WebObjects(tm) components on a per-method and per-element basis.

In the worst case you should think about this project as a RFD (request for discussion).

What it does

ComponentEditor is very simple editor. Do not expect too much from it. Now it could just opens a set of *MyComponent.html*, *MyComponent.wod* and *MyComponent.wod* files and displays them. You can edit and view the component, i.e. all three files at once inside just one window.

Features

Currently there are only very simple things this application will do for you. Now this is just an early alpha version^{1/4}don't expect it to do magical things anytime soon.

- Edit all three files at once or switch edited files to whole window.
- Use arbitrary keybindings by dwriting key files like this

dwrite ComponentEditor KeyFiles arrow.keys:emacs.keys:keypad.keys:programmer.keys:readonly.keys

The default is to load all of the files in ComponentEditor.app/KeyBindingFiles. See the files in KeyBindingFiles directory for the format, or read XText0.9_beta3.readme.

Some features will definitely be improved later as well as new features will be added.

The *Release Notes* chapter can give you a complete overview of all the implemented features. In also includes a detailed description of the currently known bugs.

Bugs and Birds

It is not fair to speak about them in a little sub paragraph. There are so many of them that it would justify a whole chapter.

This app is a result of several nights hack when I finally get lost in hundreds of Editor.app's windows while checking out WebObject(tm)'s examples.

I don't have time to document all the bugs. Hope I'll do it later.

What it should

Of course ComponentEditor should edit the component on a per-method and per-element basis. But I am busy now. Let's hope this feature will show up soon.

Perhaps this app will only lead to a simple editor application or it will migrate to a real WebObjects(tm) tool or will end up as part of Tomas Engel's ProjectCenter application. Who knows.

Future plans

My plans are to incorporate Steve Hayman numerous enhancements.

So lets see what this application is still missing. I do consider to add some of these features:

- Per-method and per-element editing is still a wish, but some code have already been written, so I hope it will be available pretty soon.

- HTML Import/Export/Preview which could be done by using Netkit (courtesy NetSurfer, Inc) or perhaps someone could point me how could I easily export HTML into OnmiWeb and/or other browsers.
- Text coloring, but first I gotta clean up Preferences.
- Preference panel.
- Support for Description.plist and component's images. Any ideas how it should look like?
- Add WebObject panel. I didn't want to make ComponentEditor do IB palette job, but since so much time have come and IB palette didn't showed up I gonna add Steve Hayman's Add WebObjects panel. It would look like this

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About this Project

I don't have much time to spend on ComponentEditor. There are other projects I want to spend more time on.

The latest version of this editor will be available at the <ftp.crec.mipt.ru>, <ftp.informatik.uni-muenchen.de> or <next-ftp.peak.org> anonymous ftp servers. There is a WWW page where you can find out more about the status of this¹/₄ and all the other projects I'm working on:

<http://www.crec.mipt.ru/~zander/steps.html>

Compiling

This version includes all the source code necessary to recompile the program from scratch. It does **not** come with all the libraries! You will need to get the MiscKit project (Version 1.5.0 or higher) from the archives.

For more details on the MiscKit collection visit

<http://www.misckit.com/>

or see the common NeXT ftp servers, get the Objective-C or NeXT FAQs or take a look at the EduSteps developer area.

If you would like to submit something to this collection you should contact the current maintainer: Don Yacktman <don@misckit.com>

In Case of Trouble

If you have any questions you can contact me.

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(NeXTMail welcome)

Special Thanks

I would like to thank Robert Gottlieb <rgottlie@metro.mci.com> for numerous bug fixes and extensions, Tomas Engel <tsengel@cip.informatik.uni-erlangen.de> for teaching me how things should be done and ClassEditor which inspired creation of this application, Serge Bakhteiarov <serge@conexions.com> for showing me NeXTSTEP, NeXT Software, Inc. for giving at least WebObjects-Lite for free and all other good people who supported me and answered my stupid questions.

Warranty and copyright

Copyleft

All source code is distributed under the GNU General Public License. This does not apply to used ObjectWare which most likely comes with its own licensing rules (e.g. code that belongs to the MiscKit project).

You are free to extend and modify this application. But don't redistribute a modified version under the same name unless I gave you the permission. I don't want to have different, confusingly incompatible versions running around the world.

Anyway^{1/4}comments are *highly* appreciated.

No Warranty

This software is provided 'as is' and the programmer is not responsible for any harm this program may cause.

You & the user & are responsible for everything that may happen to your business, hardware, software, car, CD collection or what ever may be worth your attention or money.

Using this product is at your own risk and your private fun.

There should be no serious bugs inside but remember that a carbon-based unit did the coding.

Travelware

Like all my projects this app is free and should be considered as travelware.

166998_12ptHevBlk.tiff → Let it travel to as many people as you know.

02_12ptHevBlk.tiff → Send me an E-mail or postcard if you use it. I will try to keep you informed about new releases.

03_12ptHevBlk.tiff → If you have a free bed or some free space on your floor^{1/4}give me a hint. I might come and visit you.

Enjoy it.

sign3m.tiff ↵